

# THE OCCULTIST

RISES OF THE OBSCURE

**HOME BREW**

In a realm cloaked in shadows, five Occultists harness forbidden powers to challenge the dark order.





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# OCCULTIST

**I**N THE SHADOWED CORNERS OF THE WORLD, WHERE THE barrier between the realms of the living and the spectral grows thin, the Occultist thrives. Harnessing the mysterious energies of the supernatural, Occultists are scholars of hidden lore and practitioners of forbidden magic. They straddle the line between the arcane and the divine, drawing upon occult forces to manipulate the fabric of reality and commune with beings beyond mortal comprehension.

## MASTERS OF THE ARCANES HIDDEN

Occultists are not mere wielders of magic—they are arcanists driven by a relentless pursuit of knowledge that most consider too dangerous or esoteric. Their power comes from an intimate understanding of the arcane sigils, ritualistic incantations, and unholy pacts that govern the unseen forces of the universe. Through their studies, they uncover mystical rites that can fortify their allies, curse their foes, and bend the very laws of nature to their will.

## A PACT WITH THE SHADOWS

Every Occultist must be cautious, for the power they wield comes at a cost. The very forces that grant them their vast abilities are capricious and often malevolent, demanding significant sacrifices. Some Occultists bear physical marks of their dark dealings, while others carry the weight of their knowledge as a shield against the encroaching darkness that threatens to consume them.

## ROLE IN THE PARTY

Occultists fit into an adventuring party as strategists and support, using their unique abilities to control the battlefield and aid their companions. Whether summoning demonic entities to fight by their side, cloaking their allies in protective rites, or wielding devastating curses, Occultists are versatile companions whose mysterious powers can be the difference between victory and defeat.

With their deep knowledge of the occult and the supernatural, Occultists offer a bridge between the known and the unknown, providing invaluable insights into the mysteries that perplex their more straightforwardly minded peers. In a party, they are often the keepers of secret knowledge and the wielders of powers that can both awe and terrify.

### THE OCCULTIST

Level	Proficiency Bonus	Features	Spell Level	Cantrips Known	Rites Known
1st	+2	Spellcasting, Ritual Mastery, Occult Rites	1	2	1
2nd	+2	Summon Demon	1	2	1
3rd	+2	Occult Studies	2	2	2
4th	+2	ASI	2	2	2
5th	+3	Profane Sacrifice	3	3	3
6th	+3	Occult Studies Feature	3	3	3
7th	+3	Occult Knowledge	4	3	3
8th	+3	ASI	4	3	3
9th	+4	Dead Man's Magic	5	3	4
10th	+4		5	3	4
11th	+4	Occult Studies Feature	6	3	4
12th	+4	ASI	6	3	4
13th	+5		7	4	5
14th	+5	Occult Studies Feature	7	4	5
15th	+5	Improved Dead Man's Magic	8	4	5
16th	+5	ASI	8	4	5
17th	+6		9	4	6
18th	+6	Occult Studies Feature	9	4	6
19th	+6	ASI	9	4	6
20th	+6	Occult Studies Feature	9	4	7



## CLASS FEATURES

As an Occultist you gain the following class features

### HIT POINTS

**Hit Dice** 1d8 per Occultist level

**Hit Points at 1st Level** 8 + your Con mod

**Hit Points at Higher Levels** 1d8 + your Con mod per Occultist level after 1st

### PROFICIENCIES

**Armor** None

**Weapons** Daggers, darts, slings, shortsword, quarterstaves, light crossbows

**Tools** Cartography tools

**Saving Throws** Intelligence, Wisdom

**Skills** Choose two from Arcana, History, Insight, Intimidation, Religion, and Investigation

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a dagger or (b) a quarterstaff
- (a) a sling, 20 stones and a shortsword (b) light crossbow and 20 bolts
- A Ritual tome

## SPELLCASTING

**Cantrips** At 1st level, you know two cantrips of your choice from the Occultist spell list. The Cantrips Known column of the Occultist table shows when you learn more Occultist cantrips of your choice. Each time you learn a new Occultist cantrip, you can also replace one cantrip you know with a different one from the Occultist spell list.

### RITUAL SPELLCASTING

At 1st Level, you tap into ancient and forgotten rites to cast spells. At 1st level, you gain the ability to cast occult spells as rituals. These spells must have the ritual tag.

### CASTING SPELLS

The spells must have the ritual tag. Your spellcasting ability for your Occultist spells is Intelligence, reflecting the mental exertion required to harness occult powers. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for an Occultist spell you cast and when making an attack roll with one.

### SPELLCASTING ABILITY

**Spell save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

### SPELLCASTING FOCUS

You can use a ritual implement (e.g., a ceremonial dagger, a set of runes, or a relic of demon) as a spellcasting focus for your Occultist spells.

### RITUAL BOOK

You have a ritual book containing a number of spells that you have found in ancient tomes, learned from other Occultists, or discovered through your own adventures. At 1st level, your Ritual Book includes two 1st-level spells of your choice from the Occultist spell list. Each time you gain a level, you can add one Occultist spell of your choice to your Ritual Book for free. Each spell you add must be a ritual, and the level of the spell can't be higher than the highest spell level you have. The Spell Level Column of the Occultist table shows what level of spell you have.

### RITUAL MASTERY

Starting at 1st level, your deep understanding of ritual magic allows you to cast spells in moments that would otherwise require prolonged incantations and elaborate ceremonial practices.

You can cast any ritual spell you know as a normal spell without adding the usual 10 minutes to its casting time.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.



OCCULTIST  
DALL-E



## OCCULT RITES

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Starting at 1st level, your mastery of profane and mystical energies allows you to invoke powerful rites that channel the obscure forces of the arcane. You learn one Occult Rite from the list below, and additional rites as shown in the Occult Rites Known column of the Occultist table. After completing a long rest, you can perform a rite whose effects last for 24 hours, affecting you and a number of additional allies equal to your intelligence modifier, who can hear the invocation. Each time you learn a new rite you may also switch out a rite you already know for another one. Only one rite can be active at a time.

### rites

**Rite of Shadows.** For the duration of the ritual, all affected creatures can attempt to hide even when only lightly obscured.

**Rite of Swift Steps.** For the duration of the ritual, all affected creatures gain +10 feet to their movement speed.

**Rite of Hidden Truths.** For the duration of the ritual, all affected creatures gain advantage on Wisdom (Perception) and Intelligence (Investigation) checks.

**Rite of the Foreseer (from 5th level).** For the duration of the ritual, all affected creatures receive a +2 bonus to their initiative rolls.

**Rite of the Phantom Veil (from 5th level).** For the duration of the ritual, all affected creatures can use the Disengage or Hide action as a bonus action once per round.

**Rite of Urgent Fates (from 5th level).** For the duration of the ritual, all affected creatures can use the Dash action as a bonus action.

**Rite of the Iron Will (from 10th level).** For the duration of the ritual, all affected creatures become immune to charm and fear effects.

**Rite of the Battle Mystic (from 10th level).** For the duration of the ritual, all affected creatures gain proficiency with one type of Martial weapon of their choice.

**Rite of Warding Skin (from 10th level).** For the duration of the ritual, all affected creatures gain a +1 bonus to their AC.

**Rite of Dual Strikes (from 15th level).** For the duration of the ritual, all affected creatures gain the Extra Attack feature.

**Rite of Quickened Spells (from 15th level).** For the duration of the ritual, all affected creatures can cast one spell of 1st level or higher as a bonus action on their turn, once per long rest. Must be able to cast at least one spell

**Rite of Stellar Protection (from 15th level).** For the duration of the ritual, all affected creatures gain temporary hit points equal to your Intelligence modifier times your Occultist level.

## SUMMON DEMON

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Starting at 2nd level, you gain the ability to perform a profane rite at dawn to call upon a hellish demon from the shadows of the arcane. Choose one of the three types of demons listed below. The demon you choose appears and follows your commands, staying until it is killed or until you perform the rite again to summon a different demon.

In combat, the demon acts during your turn.

### Types of Demons

**Creeping Shadow.** A stealthy demon that excels in evasion and surprise.

**Hellish Minotaur.** A defensive demon that can protect you and your allies.

**Chaos Imp.** A spell-casting demon that can cast certain cantrips.

### Demon Actions in Combat

In combat, your Demon acts during your turn. It can move and use its reaction independently, but the only action it naturally takes is the Dodge action, unless you use a bonus action on your turn to command it to take a different action. This action can be one listed in its stat block or some other action you specify.

If you take the Attack action on your turn, you can forgo one of your attacks to command the demon to take the Attack action instead. If you are incapacitated, the demon acts independently and can take any action of its choice, not just the Dodge action.

Any DC a demon has for an ability is the same as the Occultists.

The demons can be found in the back of this booklet.

## OCCULT STUDIES

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At 3rd level, you choose a path of specialization that shapes your understanding and practice of the occult arts. Select one of the following archetypes: Arcane Conduit, Rite Master, or Summoner's Studies.

Each archetype is detailed at the end of the class description. Your choice grants you features at 3rd level and again at 6th, 11th, 18th, and 20th levels.

## Ability Score Improvement

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When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.



# PROFANE SACRIFICE

At 5th level, as an action, you can perform a profane rite using your own blood. You spend one hit die and roll it, taking damage equal to the result. This damage cannot be reduced in any way. Choose any number of creatures equal to your proficiency bonus, you can see within 40 feet of you; each target takes a penalty to all attack rolls, ability checks, and saving throws equal to the number rolled on your hit die, lasting until the end of your next turn.

# OCCULT KNOWLEDGE

At 7th level, your daily studies allow you to tap into a reservoir of hidden knowledge. Each dawn, choose a skill, tool, or language; you gain proficiency in the chosen ability until the next dawn. If you are already proficient in the selected item, you instead gain expertise in it, which allows you to double your proficiency bonus on any ability check made with it. You cannot choose the same skill, tool, or language two consecutive days in a row.

# DEAD MAN’S MAGIC

At 9th level, you gain the ability to harness divine energies from beyond the grave. Choose one spell of 4th level or lower from the Cleric spell list. You can cast this chosen spell once per long rest without expending a spell slot. When casting this spell, use your Occultist spellcasting ability for the spell attack rolls and to set the saving throw DCs.

# IMPROVED DEAD MAN’S MAGIC

At 15th level, your mastery of borrowed divine magic deepens. You gain access to one additional spell of 4th level or lower from the Cleric spell list, as well as one spell of 6th level or lower. Each spell chosen can be cast once per long rest without expending a spell slot. Continue to use your Occultist spellcasting ability when casting these spells.

# OCCULT STUDIES

## ARCANE CONDUIT

Arcane Conduits are Occultists who specialize in harnessing and manipulating raw arcane energy to a degree that few can match. While all Occultists dabble in the mysteries of the arcane, Conduits take these practices to new heights, weaving powerful spells with an ease that belies their complex and often perilous nature.

Those who study the path of the Arcane Conduit often serve as the bridge between the material world and the arcane realms, drawing upon the latent energies that permeate the cosmos. Through rigorous study and inherent talent, they unlock potent magical abilities that

can both devastate their foes and provide substantial aid to their allies.

Whether channeling their power to unleash destructive spells or bending the laws of reality to their will, Arcane Conduits seek to become one with the very essence of magic, aspiring to transcend the limits placed upon them by the physical world.

## SPELLCASTING

When you choose the Arcane Conduit study at 3rd level, you enhance your arcane repertoire by gaining the ability to cast spells.

## BONUS CANTRIP

Upon choosing this archetype at 3rd level, you learn one additional cantrip from the Occultist spell list. This cantrip doesn’t count against the number of cantrips you can know.

## SPELL SLOTS

The Arcane Conduit Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

ARCANE CONDUIT SPELLCASTING						
Occultist Level	Spells Known	1st	2nd	3rd	4th	5th
3rd	2	1	-	-	-	-
4th	3	2	-	-	-	-
5th	3	2	-	-	-	-
6th	4	3	2	-	-	-
7th	4	3	2	-	-	-
8th	5	3	2	-	-	-
9th	5	3	2	-	-	-
10th	6	3	2	-	-	-
11th	6	4	3	1	-	-
12th	7	4	3	2	-	-
13th	7	4	3	2	-	-
14th	8	4	3	2	-	-
15th	8	4	3	2	1	-
16th	9	4	3	3	2	-
17th	9	4	3	3	2	-
18th	10	4	3	3	2	-
19th	10	4	3	3	2	1
20th	11	4	3	3	2	1



## SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know two 1st-level spells of your choice from the Occultist spell list, which expand your capabilities beyond ritual magic. The Spells Known column of the Arcane Conduit Spellcasting table indicates when you learn more Occultist spells of 1st level or higher.

At 8th, 14th, and 20th level, you may choose a spell from any spell list, it must be of a level you can cast.

Whenever you gain a level in this class, you may replace one of the Occultist spells you know with another spell of your choice from the Occultist spell list. The new spell must be of a level for which you have spell slots, unless you are replacing a spell gained at 8th, 14th, or 20th level, which can be from any spell list.

## OCCULT RESTORATION

At 6th level, you gain the ability to tap into your life force to fuel your arcane power. Once per day when you finish a short rest, you can choose to roll any number of your remaining hit dice. For each hit die rolled, you take necrotic damage equal to the number rolled. You then regain expended spell slots based on the total number of hit dice rolled. The level of the spell slots regained cannot exceed the total of the numbers rolled on the hit dice.

For example, if you roll a total of 6 on your hit dice, you could regain one 5th-level spell slot and one 1st-level spell slot, or any other combination of slots whose total does not exceed 6 levels.

## ARCANE EXTENSION

At 11th level, your bond with your demons deepens, allowing you to channel more complex spells through them. You gain the ability to cast any cantrip you know through any of your demons, as long as it is within sight of you.

Additionally, when casting through your Chaos Imp, you can channel any spell you know from the Occultist spell list.

## ARCANE DOMINION

At 18th level, your mastery over occult forces reaches its zenith, allowing you to exert your will over the arcane energies surrounding you. As an action, you can exert control over any ongoing spell within 60 feet that you can see. You attempt a spellcasting ability check against a DC of 10 + the spell's level. If successful, you can either end the spell or take control of it for up to 1 minute. During this time, you must concentrate as if concentrating on a spell. This feature can be used once per long rest.

## OCCULT MASTERY

At 20th level, you achieve the pinnacle of your occult powers. Once per long rest, you can cast any spell from the Occultist spell list at its lowest level without using a spell slot. This ability allows you to harness the fundamental essence of any spell you know, demonstrating your complete mastery over the arcane arts you have studied.

## RITE MASTER

### RITUAL MYSTERIES

When you choose the Rite Master study at 3rd level, you enhance your ritual knowledge by expanding your abilities to perform rites.

### DEEP RITES

Upon choosing this archetype at 3rd level, you learn one additional rite. This rite doesn't count against the number of rites you know. You can perform your rites during a short rest instead of after a long rest. Doing so negates the benefits of a short rest for you.

Additionally, when casting a ritual spell, if that spell has a material component cost. That cost is half.

### EXPANDED RITES

Each time you learn a new rite you may choose them from the expanded rites list:

**Rite of Blood.** You sacrifice maximum hp to give to others. Roll one hit dice + Constitution modifier. All affected creatures gain this much max hp until the end of the ritual, and you get your maximum hp back

**Rite of True Knowledge.** For the duration of the ritual, all affected creatures gain proficiency in a language, skill or tool of your choosing.

**Rite of Precision(5th level).** All affected creatures gain a +1 to all attack rolls.

**Rite of Potency(5th level).** For the duration of the ritual, all affected creatures gain a + to all damage rolls equal to half your intelligence modifier (with a minimum bonus of +1).

**Rite of Fortitude(10th level).** For the duration of the ritual, all affected creatures gain +1 to all saving throws.

**Rite of Resilience(10th level).** For the duration of the ritual, all affected creatures gain resistance from two damage types of your choice until the end of the ritual.

**Rite of Lwa(15th level).** For the duration of the ritual, all affected creatures have a 50% chance when dropping to 0 hp to instead have 1 hp. Each successful use lowers the success by 10%.

**Rite of Brutality(15th level).** For the duration of the ritual, all affected creature lowers theirs critical threshold by 1

**Rite of Power (17th level).** For the duration of the ritual, all affected creatures gain one more use of a short rest ability of their choice.



**Rite of Ascension (20th level).** For the duration of the ritual, all affected spellcasters can cast one spell as if they were one level higher (this affects the spell's range, duration, damage, etc., but does not change the spell's level for purposes of determining which spell slot is used). This spell must be an 8th level spell or lower.

All affected martial characters can make one more attack when taking the attack action and double there's damage modifier on damage rolls.

## SOUL BOND

At 6th level, as part of your Summon Demon ability, you may make a soul bond between yourself or an ally and the Demon you summoned. Gaining on of the following abilities:

**Chaos Imp.** Mystical Conduit or Chaos Burst.

**Creeping Shadow.** Evasive Essence or Shadow Strike.

**Hellish Minotaur.** Bulwark Presence or Mighty Charge.

## DUAL INVOCATION

At 11th level, when you perform the Rite of Bond, both you and your ally gain both the abilities of the bonded demon's abilities. Additionally, you grant half the demon's HP as temporary hit points to the bonded individual.

## RITE OF MASTERY

At 18th level, you gain proficiency in one additional rite, and it does not count toward your known rites. Furthermore, you can maintain two active rites simultaneously.

## SACRIFICIAL RITE

At 20th level, as an action, you can choose to sacrifice your current demon. This act heals a number of creatures equal to your Intelligence modifier within a 60 ft radius. Additionally, you or an ally gains abilities depending on the demon sacrificed. All effects use your spellcasting ability for any required rolls.

**Chaos Imp.** 40 ft flying speed, Chaos Cast (4/day), High Chaos Pulse (2/day).

**Creeping Shadow.** Set Dexterity to 20, double your Dex bonus to AC, Shadowmeld.

**Hellish Minotaur.** Set Strength to 22, proficiency in all weapons, an extra attack, all weapon attacks deal an additional 2d6 fire damage.

## SUMMONER'S STUDIES

### PACT OF THE SUMMONED

When you choose the Summoner's Studies at 3rd level, you gain the ability to summon demons with enhanced capabilities.

**Enhanced Summoning.** The demons you summon gain additional hit points equal to twice your proficiency bonus, and their natural armor increases by 1.

Whenever you or an ally within 30 feet of the demon takes damage, you can use your reaction to command the demon to absorb part of that damage. The demon takes half of the damage dealt, and the targeted individual takes the other half.

## DUAL SUMMONING

At 6th level, your mastery of summoning rituals allows you to maintain two demonic summons simultaneously.

## DEMONIC SYNERGY

By 11th level, the demons you summon work together with deadly efficiency.

When your demons are within 30 feet of each other, they each gain a +2 bonus to attack rolls, damage rolls, and saving throws.

Additionally, once per turn, if one demon hits an enemy, the other can make a melee attack against the same enemy as a reaction.

## INFERNAL COMMAND

At 18th level, your command over demons reaches its peak, granting you powerful control over their actions.

You can use a bonus action to command one of your summoned demons to take an additional action on your turn. This includes **Attack, Dash, Disengage, Help**, or **Use an Object**.

## HELL'S ASCENDANCY

At 20th level, you reach the zenith of your summoning powers, choosing a permanent pact that defines your ultimate mastery over infernal forces. You must choose between Infernal Overlord or Legion's Call.

Both Demons can be found in **Appendix A**

### INFERNAL OVERLORD

Once per long rest, you can spend 1 minute performing a dark ritual to summon an Infernal Pit Fiend.

This formidable demon appears within 60 feet of you and obeys your commands as if summoned by your Summon Demon ability.

The Pit Fiend remains for 1 hour before returning to its home plane.

### LEGION'S CALL

Once per long rest, you can spend 1 minute conducting a ritual to call forth a horde of Legionary Demons.

You summon four Legionary Demons that appear within 60 feet and obey your commands as if summoned by your Summon Demon ability.

These demons persist for 1 hour before returning to their home plane.



## OCCULTIST SPELLS

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### CANTRIPS (0 LEVEL)

Blood Boil  
Chill Touch  
Inflict Bleed  
Guidance  
Mending  
Produce Flame  
Shape Water  
Thaumaturgy  
Toll the Dead

### RITUAL SPELLS

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All of the following spells counts as ritual spells for the Occultist

#### 1ST LEVEL

Alarm  
Animal Friendship  
Blood Rune  
Comprehend Languages  
Detect Magic  
Detect Poison and Disease  
Feather Fall  
Identify  
Illusory Script  
Purify Food and Drink  
Speak with Animals  
Tenser's Floating Disk

#### 2ND LEVEL

Animal Messenger  
Augury  
Beast Sense  
Gentle Repose  
Locate Animals or Plants  
Magic Mouth  
Silence  
Skywrite

#### 3RD LEVEL

Feign Death  
Meld into Stone  
Phantom Steed  
Water Breathing  
Water Walk

#### 4TH LEVEL

Divination  
Leomund's Secret Chest

#### 5TH LEVEL

Commune  
Commune with Nature  
Contact Other Plane  
Rary's Telepathic Bond  
Sanguine Phalanx

#### 6TH LEVEL

Drawmij's Instant Summons  
Forbiddance

#### 7TH LEVEL

Mordenkainen's Magnificent Mansion  
Sequester

#### 8TH LEVEL

Antipathy/Sympathy

#### 9TH LEVEL

Astral Projection

## ARCANE CONDUIT SPELLS

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#### 1ST LEVEL

Bane  
Blood Infusion  
Blood Rune  
Cause Fear  
Chaos Bolt  
Create or Destroy Water  
Earth Tremor  
Fog Cloud  
Hellish Rebuke  
Mage Armour

#### 2ND LEVEL

Blood Lance  
Blood Splinter  
Crown of Madness  
Dragon's Breath  
Enthrall  
Fire Blood

Ice Blood  
Invicibility  
Spike Growth  
Wither & Bloom

#### 3RD LEVEL

Animate Dead  
Blood Command  
Blood Curse  
Eldritch Bolt  
Fear  
Haemorrhage  
Hell Fire

#### 4TH LEVEL

Arcane Eye  
Blood Armour  
Blood Transfusion  
Conjure Minor Elementals  
Exsanguinate  
Phantasmal Killer  
Spirit of Death (Book of Many Things)

#### 5TH LEVEL

Animate Object  
Blood Pact  
Curse of the Leech  
Raise Dead  
Sanguine Phalanx  
Telekinesies  
Veil of Nightmares



## SPELLS

### BLOOD ARMOUR

*4th-level hemomancy*

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 hour

A flame, equivalent in brightness to a torch, springs from an object that you touch. The effect look like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered or hidden but not smothered or quenched.

### BLOOD BOIL

*Hemomancy cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You focus your necromantic power to overheat the blood of a creature within range that you can see, causing their blood to simmer with arcane heat. As part of casting this spell, you may choose to expend one of your hit dice and roll it; you take necrotic damage equal to the result. The target must make a Constitution saving throw. On a failed save, the target takes necrotic damage equal to twice the number rolled on your hit die. On a successful save, the target takes half damage rolled.

**At Higher Levels.** This spell's damage increases by 1 additional hit dice when you reach 5th level (2 hit dice), 11th level (3 hit dice), and 17th level (4 hit dice).

### BLOOD COMMAND

*3rd-level hemomancy*

**Casting Time.** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of your own blood mixed with a drop of the target's blood)

**Duration:** Concentration, up to 1 minute

You manipulate the blood of a creature within range that is not at maximum hp, attempting to seize control of its actions. The target must make a Constitution saving throw. On a failed save, you exert influence over its movements and actions. During each of your turns for the duration, you can use your bonus action to dictate one of the following actions the controlled creature will take during its next turn: Move. Compel the creature to use its movement to walk, climb, swim, or fly in any direction you choose, up to its speed. Attack. Force the creature to make a basic melee or ranged attack against a target you specify within its reach or range. Action. Command the creature to perform a simple action, such as dropping an item, falling prone, or shouting a phrase. The creature acts normally on its turn for any actions you did not dictate. The spell ends if you use your bonus action for anything else, if the target takes any damage from you, or if the creature ends its turn more than 60 feet away from you.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, you can target one additional creature for each slot level above 3rd. The creatures must be within 30 feet of each other when you target them.

### BLOOD CURSE

*3rd-level hemomancy*

**Casting Time.** 1 action (B)

**Range.** Touch

**Components.** V, S, M (a drop of your own blood mixed with a drop of the target's blood)

**Duration.** Concentration, up to 10 minute

By casting this spell, you establish a malevolent link between yourself and another creature. Touch a target to forge a bond that partially merges your life essences. For the duration, any damage that you take (except for psychic damage) the cursed target also suffers half of that damage. This shared damage cannot be reduced or prevented in any way by the target. If the spell ends before its maximum duration, either by your choice, losing concentration, or any other means, the link is severed without further effect.





## BLOOD INFUSION

*1st-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** Touch

**Components:** V, S, M (a blood soaked needle)

**Duration:** 1 hour

You use your own life force to bolster another. By channelling your blood into a willing creature you touch, you sacrifice your own hit points to aid them. Upon casting this spell, roll 1d4; you take that amount of necrotic damage, which cannot be reduced in any way. The willing creature then gains temporary hit points equal to double the number rolled plus your spellcasting ability modifier. These temporary hit points last for the duration.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points increase by an additional 2 for each slot level above 1st.

## BLOOD LANCE

*2nd-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** 120 feet

**Components:** V, S, M (a drop of your own blood)

**Duration:** Instantaneous

You condense your life essence into a spear of coalesced blood and hurl it at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d6 piercing damage and 1d4 necrotic damage.

As part of casting the spell, you can choose to take additional damage to yourself to increase the spell's potency. For every 4 hit points of damage you take upon casting this spell, the necrotic damage increases by 1d4. This damage to yourself is necrotic and cannot be reduced or prevented in any way.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the initial necrotic damage increases by 1d4 for each slot level above 2nd.

## BLOOD PACT

*5th-level hemomancy*

**Casting Time:** 10 minute

**Range:** Self

**Components:** V, S, M (a vial of blood from a willing donor)

**Duration:** 24 hours

You form a mystical pact with a creature through a shared ritual of blood, enhancing mutual understanding and combat effectiveness. By participating in this ritual, you and the pact creature forge a connection that allows you to communicate telepathically over any distance, provided you both remain on the same plane of existence. Additionally, you share sight, enabling you to see through each other's eyes as if you were in their place.

During the duration of the spell, whenever you and the pact creature are within 30 feet of each other, you both gain a +2 bonus to AC and saving throws, reflecting your heightened defensive synergy.

Casting this spell requires a sacrifice of vitality; both you and the pact creature each lose 10 hit points when you perform the ritual. These hit points cannot be regained in any way until the spell ends, representing the life energy bound within the pact.

## BLOOD RUNE

*1st-level hemomancy*

**Casting Time:** 1 bonus action (B) (R)

**Range:** 90 feet

**Components:** V, S, M (a blood soaked quill)

**Duration:** 1 hour

You mark a creature or object you can see within range with a mystical blood rune. For the duration, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks made to find it. Additionally, any attack roll you make against the marked target has a +1 bonus to the attack roll if the target is within 30 feet of you.



## BLOOD SPLINTER

*2nd-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** 60 feet

**Components:** S, M (a drop of the caster's blood)

**Duration:** Instantaneous

Utilising your own life force, you conjure three sharp splinters from your blood, which can be hurled at up to three different targets within range. You must not be at max hit points to use this spell. Perform a ranged spell attack for each splinter. On a hit, a target takes 1d4 + 1 necrotic damage. After a target is hit, it must succeed on a Constitution saving throw against your spell save DC or be unable to regain hit points until the end of your next turn, as the necrotic energy of the splinter interferes with their healing processes.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you create one additional splinter for each slot level above 2nd. Each splinter can be directed at the same target or different ones, making separate attack rolls for each.

## BLOOD TRANSFUSION

*4th Level hemomancy*

**Casting Time:** 1 action (B)

**Range:** 30 feet

**Components:** V, S, M (two connected vials containing the caster's blood)

**Duration:** Concentration, up to 10 minutes

You link the life forces of two creatures within range, redistributing vitality between them. As an action on your turn, you can transfer any number of hit points from one target to the other, not exceeding the maximum hit points of the receiving target. Each time you use this feature, you take 1d6 necrotic damage for every 10 hit points transferred.

## BLOODSTORM

*6th-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** 90 feet

**Components:** V, S, M (a vial of the caster's blood thrown into the air)

**Duration:** Instantaneous

You conjure a storm of razor-sharp blood shards that rain down on a 20-foot-radius, 40-foot-high cylinder centred on a point within range. Each creature in the area must make a Dexterity saving throw. On a failed save, a creature takes 6d6 slashing damage and suffers Bleed 2. On a successful save, they take half damage and no bleeding occurs.

## CURSE OF THE LEECH

*5th-level hemomancy*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a leech that has fed on the caster's blood)

**Duration:** Concentration, up to 1 hour

You curse a creature you touch, turning its vitality into poison. For the duration, whenever the cursed creature is hit by a melee attack, the attacker regains hit points equal to half of the damage dealt to the cursed creature. Additionally, if the attacker is capable of bleeding, they must make a DC 16 Constitution saving throw or begin to Bleed 2.

## ELDRITCH BOLT

*3rd-level evocation*

**Casting Time:** 1 action

**Range:** Self (30-foot cone)

**Components:** V, S (Obscurum Terrorem Invoca), M (an obsidian shard)

**Duration:** Instantaneous

Eldritch Bolt unleashes a cone of dark, whispering shadows that distort and warp reality as they spread. Each creature in the cone must make a Wisdom saving throw. On a failed save, a creature suffers 6d6 psychic damage and is frightened until the end of your next turn, overwhelmed by visions of their deepest fears. On a successful save, a creature takes half damage and isn't frightened.

The shadows seem to cling and linger for a moment after the spell is cast, leaving those affected feeling a chilling sense of dread and the air colder than before.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd, and the range of the cone increases by 5 feet per level.



## EXSANGUINATE

*4th-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

You unleash a dark necromantic energy to syphon blood from a creature you can see within range, draining its life force. The target must make a Constitution saving throw. On a failed save, the target suffers 4d8 necrotic damage, and you gain temporary hit points equal to half the necrotic damage dealt. On a successful save, the target takes half damage, and you gain no temporary hit points.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the necrotic damage increases by 1d8 for each slot level above 4th, and the temporary hit points you can gain increase proportionally.

## FIRE BLOOD

*2nd-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Upon casting, your blood heats to a near-boiling temperature, altering your body's response to thermal effects. For the duration, you gain resistance to cold damage and are immune to the effects of cold weather. Additionally, anyone dealing damage to you within 5 ft must make a Dexterity saving throw or take 4 fire damage, on a save they take no damage.

## HAEMORRHAGE

*3rd-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** 60 feet

**Components:** V, S, M (a thorn dipped in the caster's blood)

**Duration:** Instantaneous

You cause the blood of up to three creatures you can see within range to seethe and burst. Each target must make a Constitution saving throw. On a failed save, a target takes 3d6 necrotic damage and starts to bleed, taking 1d6 necrotic damage at the start of each of its turns for the next minute. A successful save halves the initial damage and prevents the bleeding. The bleeding can be stopped by any spell that heals hit points or a DC 15 Medicine check.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd. Additionally, for each slot level above 3rd, you can target one additional creature.

## HELL FIRE

*3rd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S (Ignis Infernum Ardere), M (a small piece of brimstone)

**Duration:** Instantaneous

When you cast Hell Fire, you summon a burst of dark, searing flames from the lower planes. Choose a point within range. Each creature in a 10-foot radius centered on that point must make a Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

**At Higher Levels.** When cast using a 4th level spell slot or higher, the damage increases by 2d6 for each slot level above 3rd.

## ICE BLOOD

*2nd-level hemomancy*

**Casting Time:** 1 action (B)

**Range:** Self

**Components:** V, S

**Duration:** Concentration, up to 1 minute

Upon casting, your blood cools to a near-freezing temperature, altering your body's response to thermal effects. For the duration, you gain resistance to fire damage and are immune to the effects of hot weather. Additionally, anyone dealing damage to you within 5 ft must make a Dexterity saving throw or take 4 cold damage, on a save they take no damage.

## INFLECT BLEED

*Hemomancy cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of paper)

**Duration:** 1 Minute, Concentration

You attempt to magically open wounds on a creature you can see within range. The target must succeed on a Constitution saving throw or begin to bleed profusely. A creature affected by Bleed 1 takes 1d4 piercing damage at the start of each of its turns. The bleeding can be stopped by any spell or effect that heals hit points or through a successful Medicine check against your spell saving throw.

**At Higher Levels.** The bleed increases by one when you reach 5th level (Bleed 2), 11th level (Bleed 3), and 17th level (Bleed 4).



## SANGUINE PHALANX

5th-level hemomancy

**Casting Time:** 1 action (B) (R)

**Range:** 60 feet

**Components:** V, S, M (damage of 2 hit dice, which cannot be healed until the spell ends)

**Duration:** Concentration, up to 10 minutes

You draw upon your vitality to construct two blood elementals from the ground within range. They obey your verbal commands and protect a designated area or person. If your concentration is broken, the elementals might become hostile towards all creatures including you or act according to their nature (DM's discretion). They disappear when the spell ends or they are destroyed.

## VEIL OF NIGHTMERAS

5th-level illusion

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S (Noctem Horrores), M (a fragment of a tombstone)

**Duration:** Concentration, up to 10 minutes

You create a zone of swirling darkness and haunting visages within a 30-foot-radius sphere centered on a point you choose within range. The area is filled with whispering shadows and the eerie glow of ghostly figures. For the duration, this area is considered difficult terrain, and natural light cannot illuminate it. Any creature that starts its turn in the zone must make a Wisdom saving throw.

On a failed save, a creature is overwhelmed by nightmarish visions of their own demise and spectral predators. They take 3d8 psychic damage and are paralyzed with fear until the start of their next turn. On a successful save, the creature takes half damage and is not paralyzed.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, the psychic damage increases by 1d8 for each slot level above 5th.





# APPENDIX A

## DEMONS, SUMMONS

### CHAOS IMP

*Small fiend, chaotic evil*

**Armor Class** 10 + PB (natural armour)

**Hit Points** 5 + two times your occultist level (has a number of hit dice (d6) equal to your occultist level)

**Speed** 25ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	13 (+1)	17 (+3)	12 (+1)	16 (+3)

**Skills** Arcana 3 + PB

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, and what every language you speak.

**Challenge** -

**Mystical Conduit.** You can cast any of your cantrips though the Chaos Imp, as long as it is within sight.

**Elemental Anarchy.** All the imps damage is decided by the table below. Roll a d8 to see what damage type it is.

D8	Effect
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

### ACTIONS

**Chaos Burst.** *Ranged Spell Attack:* Your spell attack to hit, range 90 ft., one target. *Hit:* 1d8 + 3 + PB

**At 5th level.** Gain 40 ft flying speed.

**Chaos Cast (3/day).** At 5th level the imp can cast more spells. Roll 1d4:

D4	Spell
1	Fireball
2	Lightning bolt
3	Sleet Storm
4	Stinking Cloud

**Directed Disorder.** At 10th level, when using Chaos Burst the imp can roll twice and choose its result

**High Chaos Pulse (1/day).** At 15th level the imp can cast higher spells. Roll 1d4:

D4	Spell
1	Cone of Cold
2	Mass Cure Wounds
3	Flame Strike
4	Bigby's Hand

### CREEPING SHADOW

*Medium fiend, neutral evil*

**Armor Class** 12 + PB (natural armour)

**Hit Points** 5 + three times your occultist level (has a number of hit dice (d8) equal to your occultist level)

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	10 (+0)	12 (+1)	14 (+2)	8 (-1)

**Skills** Stealth 4 + PB

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Abyssal, and what every language you speak.

**Challenge** -

**Evasive Essence.** The Creeping Shadow has advantage on Dexterity (Stealth) checks and can attempt to hide even when only lightly obscured.

**Shadowmeld.** Once per long rest, the Creeping Shadow can become invisible until it attacks or casts a spell, or until its next turn begins.

### ACTIONS

**Shadow Strike.** *Melee Weapon Attack:* Your spell attack to hit, reach 5 ft., one target. *Hit:* 1d6 + 4 + PB slashing damage. If the Creeping Shadow attacks from hiding or invisibility, this attack deals an extra 1d4 damage, this damage increases by 1d4 at level 5, 10 and 15.

**5th Level, Quick Escape.** Gains the ability to Disengage as a bonus action on each of its turns.

**10th Level, Piercing Darkness.** When attacking from hiding or invisibility, Shadow Strike now imposes disadvantage on the target's next attack roll against the Creeping Shadow.

**15th Level, Deadly Ambush.** When the Creeping Shadow hits with a Shadow Strike from hiding or invisibility, the attack critically hits on a roll of 18-20.



## INFERNAL PIT FIEND

Large fiend, lawful evil

**Armor Class** 25 (natural armour)

**Hit Points** 210

**Speed** 35ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	30 (+10)	22 (+6)	24 (+7)	24 (+7)

**Saving Throws** Dex +9, Con +17, Wis +14, Cha +14

**Damage Resistances** Cold; Bludgeoning, Peircing, and Slashing from nonmagical attacks

**Damage Immunities** Fire, Poison

**Condition Immunities** Poisoned

**Senses** Truesight 120 ft., passive Perception 24

**Languages** Infernal, and what every language you speak.

**Challenge** -

**Infernal Authority.** Once per day the Infernal Pit Fiend can try to command other devils and fiends as long as they are lower than it in the infernal hierarchy (CR). The demon must make a DC 21 Charisma saving throw or be under the command of the Infernal Pit Fiend

**Magic Resistance.** The Infernal Pit Fiend has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The Infernal Pit Fiend's weapon attacks are magical.

### ACTIONS

**Multiattack.** The Infernal Pit Fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target.  
*Hit:* 22 (2d10 + 11) piercing damage plus 21 (6d6) fire damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target.  
*Hit:* 15 (2d6 + 8) slashing damage.

**Mace.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target.  
*Hit:* 18 (2d8 + 9) bludgeoning damage plus 14 (4d6) fire damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature.  
*Hit:* 20 (2d8 + 11) bludgeoning damage.

**Hell Fire (3/Day).** The Infernal Pit Fiend can cast Hell Fire (save DC 21), requiring no material components.

**Roar of Terror (1/Day).** Any creature hostile to the Infernal Pit Fiend within 30 feet must make a DC 21 Wisdom saving throw.

On a failed save, the creature is frightened of the Infernal Pit Fiend, an effected creature can make a new saving throw at the end of its turn.

## HELLISH MINOTAUR

Large fiend, lawful evil

**Armor Class** 15 + PB (natural armour)

**Hit Points** 5 + five times your occultist level (has a number of hit dice (d10) equal to your occultist level)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	20 (+5)	8 (-1)	12 (+1)	6 (-2)

**Skills** Intimidation 3 + PB

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Infernal, and what every language you speak.

**Challenge** -

**Bulwark Presence.** Any one that is attacking an ally that is within 5 ft of the Hellish Minotaur must succeed on a Wisdom saving throw or attack at disadvantage.

**Mighty Charge.** Once per long rest, the Hellish Minotaur can charge up to 20 feet straight toward a target and make a Greataxe attack using its horns.

If the charge moves at least 10 feet straight toward a target, the attack deals an extra 1d8 piercing damage.

### ACTIONS

**Greataxe.** *Melee Weapon Attack:* Your spell attack to hit, reach 5 ft., one target. *Hit:* 1d10 + 3 + PB slashing damage.

**5th Level, Unyielding Defender.** When the Hellish Minotaur uses its Bulwark Presence, it can also use its reaction to attempt to push an enemy up to 5 feet away from an ally it is defending and deal 3 points of bludgeoning damage.

**10th Level, Hell Fire Axe.** The Great Axe deals an extra 1d6 fire damage.

**Thunderous Impact.** The Mighty Charge now stuns the target for 1 round unless they succeed on a Constitution saving throw.

**15th Level, Titan's Guard.** Increases the range of Bulwark Presence to 10 feet and allows the Hellish Minotaur to make an opportunity attack against any creature that hits it or an ally within range.



## LEGIONARY DEMON

*Small fiend, chaotic evil*

**Armor Class** 18 (natural armour)

**Hit Points** 100

**Speed** 25ft., fly 40ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

**Skills** Deception 1 + PB, Stealth 2 +PB

**Damage Resistances** Fire; Bludgeoning, Peircing, and Slashing from nonmagical attacks

**Damage Immunities** Poison

**Condition Immunities** Poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Infernal, and what every language you speak.

**Challenge** -

**Infernal Coordination.** When a Legionary Demon starts its turn with no more than 30 feet away from any other Legionary Demon, it gains a +1 bonus to AC and saving throws until the start of its next turn.

**Pack Tactics.** The Legionary Demon has advantage on an attack roll against a creature if at least one of the demon's allies is within 5 feet of the creature and the ally is not incapacitated.

### ACTIONS

**Multiattack.** The Legionary Demon makes two attacks: one with its claws and one with its fiery breath, or two claw attacks.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
*Hit:* 6 (1d8 + 2) slashing damage.

**Fiery Breath (Recharge 5–6).** The Legionary Demon exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



LEGIONARY DEMON  
DALL-E



# MONSTERS

## BLOOD ELEMENTAL

Large elemental, neutral

**Armor Class** 14 (natural armour)

**Hit Points** 114 (12d10 + 48)

**Speed** 30ft., swim 90ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Vulnerabilities** cold

**Damage Immunities** necrotic

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Sanguin

**Challenge** 5 (1800 XP)

**Blood Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Freeze.** If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit* 13 (2d8 + 4) bludgeoning damage.

**Engulf (Recharge 4–6).** Each creature in the blood elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) necrotic damage as the elemental attempts to saturate and manipulate the blood within its body. If the creature is Large or smaller, it is also engulfed within the body of the elemental. Until this engulf is ended, the target is restrained and suffers from blood deprivation, unable to breathe unless it can survive without air.

If the saving throw is successful, the target is pushed out of the elemental's space, freed from the cloying, blood-thickened grasp of the elemental.

The elemental can engulf one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each creature engulfed by it takes 13 (2d8 + 4) necrotic damage as their blood is painfully drawn towards the surface of their skin. A creature within 5 feet of the elemental can attempt to pull a creature or object out of it by taking an action and succeeding on a DC 14 Strength check.



BLOOD ELEMENTAL  
DALL-E



# APPENDIX B

## BLOOD MAGIC

**A**LSO KNOWN AS **HEMOMANCY**, BLOOD MAGIC IS A forbidden and arcane practice that draws upon the very essence of life to unleash potent magical effects. Practitioners of this dark art, often known as Hemomancers, tap into their own vitality, sacrificing their health to bend the arcane forces to their will. This perilous exchange offers powerful results at a significant personal cost, embodying the classic adage that great power comes with great sacrifice.

### MECHANIC OVERVIEW

Spells with the Blood Magic tag (B) offer casters the option to use their own life force as the catalyst for their magical effects instead of using a spell slot. This mechanic emphasises the high stakes and dangerous nature of tapping into such potent magic, providing a tangible cost to the caster's vitality.

#### USING BLOOD MAGIC

When a spellcaster chooses to cast a Blood Magic spell, they may sacrifice a portion of their hit points instead of expending one of their spell slots. The amount of hit points sacrificed increases with the spell's level. The specific costs are as follows:

- 1st level: 5 hit points
- 2nd level: 10 hit points
- 3rd level: 15 hit points
- 4th level: 20 hit points
- 5th level: 25 hit points

*For spells above 5th level, the cost increases by an additional 5 hit points per level:*

- 6th level: 35 hit points
- 7th level: 45 hit points
- 8th level: 55 hit points
- 9th level: 65 hit points

### RULES AND RESTRICTIONS

#### CRITICAL STATE

If the hit points sacrificed to cast a Blood Magic spell would reduce the caster to 0 hit points, the spell may fail, if the caster fails on a Constitution saving throw (DC 15 + spell level) and they fall unconscious and are bleeding out.

#### HEALING RESTRICTION

Hit points lost due to casting Blood Magic can only be recovered through a long rest unless otherwise specified.

## CONDITIONS

### BLEED

A creature affected by Bleed takes  $n$ d4 piercing damage at the start of each of its turns, where  $n$  is the level of Bleed. For example, Bleed 1 causes 1d4 damage, and Bleed 2 causes 2d4 damage. Bleed can be ended with any healing spell or by succeeding on a Medicine check against a DC of 10 + the level of Bleed.



# THE OCCULTIST

Delve into the hidden corners of power where the Occultists wield their forbidden arts. In this detailed expansion for the beloved tabletop RPG, players will discover the mystical paths of the Arcane Conduit, Rite Master, and Summoner's Studies. Each subclass offers unique mechanics and powerful abilities that tap into the very essence of the arcane and otherworldly.

Features Include:

- **Detailed Class Mechanics:** Explore the comprehensive spellcasting system, including a specialized ritual casting feature that expands the traditional boundaries of magic in gameplay.
- **Dark Pacts and Summoning:** Command otherworldly demons and spirits to aid in battles and manipulate the fabric of reality.
- **Unique Occult Rites:** Harness the secret rites to buff allies or debuff enemies, providing tactical depth to each encounter.
- **Blood Magic:** Sacrifice your vitality for powerful hemomantic spells that can alter the tide of battle in desperate moments.

Designed for both players and dungeon masters, the Occultist class is perfect for those who crave a touch of darkness and complexity in their adventures. Will you dare to master the arcane secrets that beckon from the shadows?



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